

Warhammer Fantasy Scenario 2 – GUERRILLA WARFARE

- OVERVIEW -

Your forces sneak toward the enemy, hoping to hatch them unaware. Unfortunately, the enemy had the same idea, and both of you are caught unprepared!

- SCENARIO SPECIAL RULES -

After deployment, D3 of your units of your opponent's choice must be pushed back to the edge of the table and may not march 1st turn. Scouts and units that cannot move are immune. Tunnelers, miners, gorgers, etc. are -1 on their first attempt to enter play. This game is counted as a Pitched Battle.

- SET UP -

Deployment zones are each long side of the table, 12" onto the table. Each player rolls a d6. The player with the highest roll begins by placing a unit first. Players then alternate placing unit. As usual, all War Machines must be deployed at the same time (although they may be deployed in different portions of the deployment zone), and all Characters are deployed simultaneously as the last unit the player places. Each may be placed in different portions of the deployment zone and may be deployed within units. Units with the scouts special rule are placed after all other units are placed as per the standard rules.

- WHO GOES FIRST -

Both players roll a D6. The player who finished deploying his units (not including scouts) first may add +1 to the result. The player who scores highest may choose to go first or second.

- LENGTH OF GAME -

The game lasts 6 turns or until time is called.

- VICTORY CONDITIONS -

Standard Victory Points rules apply (Pg 102 of the WFB Rulebook).

- BATTLE POINT MODIFIERS -

- +1 If the enemy highest point unit is dead, fleeing or has fled off the table at the end of the game.
- +1 If your General is alive, on the table, and not fleeing at the end of the game.
- 1 If you have not reduced any enemy unit to half strength or less.